CLAIMS

What is claimed is:

1	1.	A method comprising:
2		determining if a user is proximately located with respect to a device;
3		determining if there is activity on the device; and
4		as long as the user is proximately located, and there is no activity on
5		the device, periodically simulating an activity on the device to
6		prevent the device from transitioning into a resource saving state.
1	2.	The method of claim 1 wherein said determining if the user is
2		proximately located comprises monitoring an audio input device for
3		audio input.
1	3.	The method of claim 2, where said determining if the user is
2		proximately located further comprises determining if the user's voice is
3		present in said audio input.
1	4.	The method of claim 3, where said determining if the user is
2		proximately located further comprises comparing audio samples from
3		said audio input to a voice reference sample of the user.

1

- The method of claim 1, where said determining if there is activity on the
 device comprises receiving notification of activity from an operating
 system of the device.
- The method of claim 5, where said determining if there is activity on the
 device further comprises requesting said operating system to provide
 said notification of activity.
- 7. The method of claim 1 wherein said period for simulating said activity
 has a period length shorter than a period of inactivity that will result in
 the device in entering said resource saving state.
- The method of claim 1 wherein said simulating of activity comprises
 simulating one or more of a key press, a pointer device movement, and
 a network traffic event.
 - 9. An apparatus comprising:
- storage medium having stored therein a plurality of programming

 instructions designed to determine if a user is proximately located

 with respect to the apparatus, determine if there is activity on the

 apparatus, and simulate an activity to prevent the device from

 transitioning into a resource saving state if the user is proximately

 located and there is no activity on the apparatus; and

Express Mail Label: EL743035292US

3

4

8	a processor coupled to the storage medium to execute the
9	programming instructions.
1	10. The apparatus of claim 9, wherein said programming instructions are
2	designed to perform said determining if the user is proximately located
3	by monitoring an audio input device of the apparatus for audio input.
1	11. The apparatus of claim 10, where said programming instructions are
2	designed to determine if the user's voice is present in said audio input,
3	when performing said determining if the user is proximately located.
1	12. The apparatus of claim 11, where said programming instructions are
2	designed to compare audio samples from said audio input to a voice
3	reference sample of the user, when performing said determining if the
4	user is proximately located.
1	13. The apparatus of claim 9, where said programming instructions are
2	designed to receive notification of activity from an operating system of
3	the apparatus, when performing said determining if there is activity on
4	the apparatus.
1	14. The apparatus of claim 13, where said programming instructions are
2	further designed to request said operating system to provide said

activity on the apparatus.

notification of activity, when performing said determining if there is

1	15. The apparatus of claim 9, wherein said period for simulating said
2	activity has a period length shorter than a period of inactivity that will
3	result in the apparatus in entering said resource saving state.
1	16. The apparatus of claim 9 wherein said programming instructions are
2	designed to simulate one or more of a key press, a pointer device
3	movement, and a network traffic event.
1	17.A method comprising:
2	receiving audio from an input device;
3	determining if the received audio matches an existing audio;
4	conditionally generate, upon determining that the received audio
5	matches the existing audio, an activity.
1	18. The method of claim 17, wherein the generated activity comprises one
2	of a simulated key press, a simulated mouse movement, and a
3	simulated network traffic.
1	19.An apparatus comprising:
2	storage medium having stored therein a plurality of programming
3	instructions designed to:
4	receive audio from an input device;
5	determine if the received audio matches an existing audio:

6	conditionally generate, upon determining that the received audio
7	matches the existing audio, an activity; and;
8	a processor coupled to the storage medium to executed the
9	programming instructions.
1	20. The apparatus of claim 19, wherein the generated activity comprises
2	one or more of a simulated key press, a simulated mouse movement,
3	and a simulated network traffic.
1	21.A method comprising:
2	setting a first timer with a first timer value;
3	receiving audio from an input device;
4	determining if the received audio matches an existing audio;
5	determining if the first timer has expired; and
6	generating, upon determining that the received audio matches the
7	existing audio sample and upon determining that the first timer has
8	expired, at least one activity.
1	22. The method of claim 19 wherein the generated activity comprises one
2	or more of a simulated key press, a simulated mouse movement, and a
3	simulated network traffic.
1	23. An apparatus comprising:
2	storage medium having stored therein a plurality of programming
3	instructions designed to:

3

4	set a first timer with a first timer value,
5	receive audio from an input device,
6	determine if the received audio matches an existing audio,
7	determine if the first timer has expired, and
8	generating, upon determining that the received audio matches the
9	existing audio sample and upon determining that the first timer
10	has expired, at least one activity; and;
11	a processor coupled to the storage medium to executed the
12	programming instructions.
1	
1	24. The apparatus of claim 21, wherein the generated activity comprises
2	one or more of a simulated key press, a simulated mouse movement,

and a simulated network traffic.